

GAME BOY ADVANCE

AGB-AVCE-USA

# CORVETTE



INSTRUCTION BOOKLET



GLOBAL STAR  
SOFTWARE



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

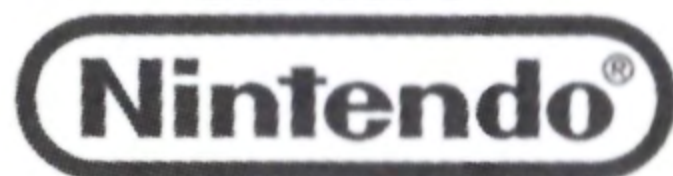
Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



LICENSED BY



Global Star Software, Inc.  
622 Broadway  
New York, NY 10012

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



# TABLE OF CONTENTS

|                      |       |
|----------------------|-------|
| History .....        | p. 04 |
| Getting Started..... | p. 05 |
| The Game .....       | p. 12 |
| Game Controls .....  | p. 15 |
| Credits .....        | p. 17 |





The Corvette's first-ever appearance was at the GM Motorama, held at the Waldorf Astoria hotel in New York City. June 30, 1953 saw the very first Corvette roll off the production line. A temporary pilot assembly facility in Flint, Michigan produced 300 1953 Corvette roadsters by the end of the year, all of them white with red interiors and all with Powerglide automatic transmissions on 150hp, six cylinder engines. 50 years have passed and there have been some very remarkable moments in Corvette's illustrious history and Corvette is now America's Performance Icon.

We're going to take you on a trip through the history of Corvette. You're going to jump into 14 of your favorite Corvette sports cars; from the '53 convertible, to the 2003 50th Anniversary Edition. See if you have what it takes to master the greatest sports cars ever made!





## GETTING READY

Correctly insert the Game Pak in your Game Boy Advance system. Switch on the system. The display will cycle through the Nintendo®, TDK Mediactive Inc., and Visual Impact Prod. Logos after which the Language Select menu will appear.

**WARNING:** Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

## STARTING THE GAME

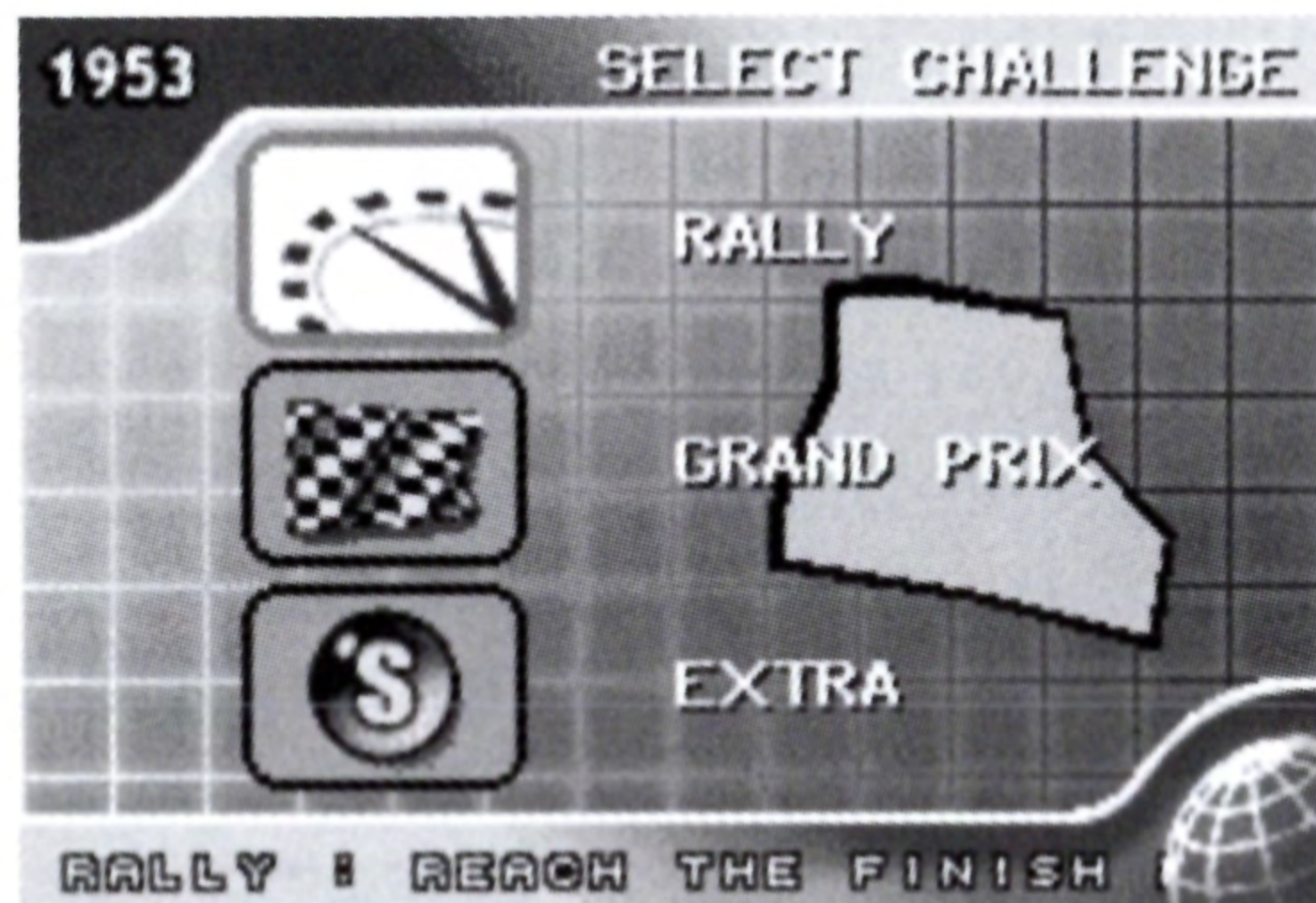
From the Language Select screen, choose the language you wish to play the game in. This will bring you to the Main Menu. From here you can choose 2 different modes of play: Corvette Challenge or Time Challenge. Choose either mode using the A Button, continue through the following menus, and begin the race! All of your progress is saved automatically.





## CORVETTE CHALLENGE

When entering the Corvette Challenge, you will have to choose a Challenge Year to race in. If this is your first time playing, you will only have 1953 available. Select the year using the A Button, and you will be brought to 3 modes of challenge: Rally, Grand Prix, and Extra.





Each challenge has a different objective you must complete to finish the race. This objective is displayed across the bottom of the screen when any of these modes is selected. Upon choosing a challenge, you must select an available Corvette from your Garage. Hold the select button at the Car Garage to see the stats of the currently selected car. You will only start with a single car available, but more will be unlocked as you progress (and some can be purchased from the Gallery when you amass enough Credits). After choosing the appropriate car, you must choose to drive using either an automatic transmission, or a manual transmission (if you are unfamiliar with how these transmissions work, it's suggested you use automatic). Once that is completed, you will be sent off to begin your race! At anytime while browsing these menus, you may press the B Button to return to the previous menu.





# TIME CHALLENGE

## TIME CHALLENGE

When entering the Time Challenge, you will have to choose a Challenge Year to race in. You will only have access to the years you have unlocked in the Corvette Challenge mode. Select the year using the A Button, and you will be brought to 2 further modes of challenge: Rally and Grand Prix. The idea of both challenges is to race as fast as you can to the end of the track, setting new records, and breaking your old ones. Upon choosing a challenge using the A Button, you must select an available Corvette from your Garage. You will only start with a single car, but more will be unlocked as you progress in the Corvette Challenge mode (and some can be purchased from the Gallery when you amass enough Credits). After choosing the appropriate car, you must choose to drive using either an automatic transmission, or a manual transmission (if you are unfamiliar with how these transmissions work, it's suggested you use automatic). Once that is completed, you will begin the race to speed your way into the record books!





At anytime while browsing these menus, you may press the B Button to return to the previous menu.

## GALLERY

The Gallery Menu lets you purchase Corvette pictures, as well as drivable Corvette cars, using the Credits you earn in the Corvette Challenge mode. When you have enough credits to buy a locked item in the Gallery, press the A Button to purchase that item. Continue moving the cursor to the Right of the screen to scroll to the second page of the Gallery. At anytime while browsing this menu, you may press the B Button to return to the previous menu.

## RECORDS

In the Records Menu, you can scroll through all of the Racing Records you have set in your game! You can scroll through the Year and





## GETTING STARTED

Challenge you wish to review the records for by highlighting the corresponding selection and pressing Right or Left on the +Control Pad. At anytime while browsing this menu, you may press the B Button to return to the previous menu.

### OPTIONS

Choose OPTIONS from the Main Menu to adjust settings for the game. Press the A Button to toggle/select these settings, or press the B Button to return to the previous screen.





- MUSIC toggles the game's musical soundtrack ON and OFF while you play the game.
- SFX toggles the game's sound effects ON and OFF while you play the game.
- MPH or KM/H toggles the speed display while you race to either display Miles Per Hour (MPH) or Kilometers Per Hour (KM/H).
- CREDITS will display the names of the people who created this game.
- RESET CAREER will allow you to reset all of your progress. This will erase all of your unlocked Races, Cars, Gallery Pics, Records, etc.



## GOALS

You need to be the best of the best, showing your racing prowess and proving your true ability to master the Corvette. Each challenge in the Corvette Challenge mode has a different objective that you must complete to win. At the end of each successful challenge you are awarded with Credits that you can use to purchase items in the Gallery. Clear the missions, unlock more cars, and leave your opponents in the dust!

## CHECKPOINTS

Some challenges require you to reach a certain location within a specified period of time. This timer will seem to give you inadequate time, but do not worry...most likely there are Checkpoints nearby. If you pass under a banner that says 'Checkpoint', you will be given additional time to complete your mission.



## OBSTACLES

Not all the roads are smooth and straight... some areas contain multitudes of barriers and objects to get in your way. These include trees, walls, and island dividers in the center of the road. Avoid these obstacles to prevent an unwanted delay.



# GAME CONTROLS

Time remaining to complete the challenge

Shows direction of upcoming turn

The total length of the race

Position of current race

Distance between you and your opponent

Current gear

Your car

Speed you are traveling



14



## GAMEPLAY CONTROLS

|                                   |  |
|-----------------------------------|--|
| +Control Pad<br>[Left] or [Right] | Use to steer your car in the corresponding direction.                    |
| +Control Pad<br>[Up]              | Use to honk the horn.  |
| A Button                          | Use to accelerate your vehicle.  |
| B Button                          | Use to brake your vehicle.   |
| L Button                          | Use to shift into a higher gear (only when using a manual transmission). |
| R Button                          | Use to shift into a lower gear (only when using a manual transmission).  |
| SELECT                            | Use to switch between racing perspectives.                               |
| START                             | Use to Pause the game and bring up the Pause Menu                        |



# GAME CONTROLS

## MENU CONTROLS

|              |   |
|--------------|---|
| +Control Pad | Cycle through current selections.           |
| A Button     | Select the currently highlighted selection. |
| B Button     | Go back to the previous menu.               |





Developed By Visual Impact Productions

Programmers

Claude Verstraeten  
Romaric De Perier  
Cedric Lecacheur  
Nicolas Sevez

Graphic Artists

Jean-Chrysostome Lepercque  
Eric Galand  
Christian Schmidt  
Martin Schuchewytsch  
Pascal Le Guiniou  
Lionel Caillaud

Game Design And QA

David Juhens

Support

Stephane Navarro  
Julien Robin

Music And Sound Effects

Shin'en



Published by Global Star Software

Global Star Software Production Team

Executive Producer  
in Charge of Production

Steve Ryno

Senior Producer

Tim Goodlett

Producer

Gabriel Jones

Assistant Producer

Matt Miller

PD Coordinator

Adeline Petros

Director of Brand Marketing

Chaz Fitzhugh

Creative Services Manager

Ray Woods

Quality Assurance Director

Donn Nauert

Quality Assurance Lead Tester

Ryan Kaminaga



**Quality Assurance Team**

Michael Nehme  
Stiev Mills  
Nathaniel Slotnick

**Global Star Software Management Team**

**Executive Producer and CEO**

Vincent Bitetti

**President and COO**

Shin Tanabe

**CFO**

Martin Paravato

**Executive VP,  
Sales and Marketing**

Michael Devine

**Executive VP,  
Business Development**

Daniel Kletzky

**VP, Operations**

Lorena Billig

**Director, Business Development**

Andy Babb



## **WARRANTY AND SERVICE INFORMATION**

GLOBAL STAR SOFTWARE, INC., A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE, INC., WARRANTS TO THE PURCHASER ONLY THAT THE GAME PAK PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE.

ONLY THAT THE GAME PAK PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE.

IF THIS PROGRAM IS FOUND TO BE DEFECTIVE WITHIN 90 DAYS OF PURCHASE, IT WILL BE REPLACED. SIMPLY RETURN THE DISC TO GLOBAL STAR SOFTWARE, INC. OR ITS AUTHORIZED DEALER ALONG WITH A DATED PROOF OF PURCHASE. REPLACEMENT OF THE GAME PAK, FREE OF CHARGE TO THE ORIGINAL PURCHASER (EXCEPT FOR THE COST OF RETURNING THE GAME PAK) IS THE FULL EXTENT OF OUR LIABILITY.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GLOBAL STAR SOFTWARE, INC. SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY THE LAW, DAMAGES FO PERSONAL INJURY, EVEN IF GLOBAL STAR SOFTWARE, INC. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXLUSION OR LIMITATION OF ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU.

THIS WARRANTY SHALL NOT BE APPLICABLE TO THE EXTENT THAT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH MAY VARY FROM STATE TO STATE.



YOU MAY NOT REPRODUCE, PREPARE DERIVATIVE WORKS BASED ON, DISTRIBUTE COPIES OF, OFFER FOR SALE, SELL, TRANSFER OWNERSHIP OF, RENT, LEASE, OR LEND TO OTHERS THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION; PROVIDED, HOWEVER, THAT YOU MAY TRANSFER THE ENTIRE PROGRAM AND ACCOMPANYING DOCUMENTATION ON A PERMANENT BASIS AS LONG AS YOU RETAIN NO COPIES (INCLUDING ARCHIVAL OR BACKUP COPIES) OF THE PROGRAM, ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, AND THE RECIPIENT AGREES TO THE TERMS OF THE AGREEMENT. FURTHER, YOU MAY NOT MODIFY, REVERSE ENGINEER, DISASSEMBLE, DECOMPILE OR TRANSLATE THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, NOR MAY YOU MAKE ANY COPIES OF THE PROGRAM MODULES FOR USE WITH OTHER PROGRAMS. THIS PROGRAM IS INTENDED FOR PRIVATE USE ONLY.

For technical support, please contact our Technical Support Email: [tech@globalstarsoftware.com](mailto:tech@globalstarsoftware.com) Phone: 410-933-9191

GLOBAL STAR SOFTWARE, INC.

622 BROADWAY

NEW YORK, NY 10012

#### ESRB RATING

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATINGS BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

#### **COPYRIGHT**

©2004 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Global Star Software and the Global Star Software logo are trademarks of Take-Two Interactive Software, Inc. Take-Two Interactive Software, Inc. and the Take-Two Company logo are trademarks of Take-Two Interactive Software, Inc. Chevrolet, Corvette, Sting Ray, CORVETTE 50th ANNIVERSARY Trademark(s), Emblem(s), and vehicle model body design(s) are General Motors Trademarks under license to Take-Two Licensing, Inc. All other trademarks are the property of their respective owners.



**Global Star Software, Inc**  
622 Broadway  
New York, NY 10012

**A Take2 Company**



PRINTED IN THE USA